

HANIMEX PORTACHESS

Instruction Manual

HCG 1550



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INTRODUCTION

Congratulations! You are now the proud owner of **PORTACHESS**, the world's easiest to use chess computer. All you need to do to play a challenging game of chess is switch on the machine and make your moves in the usual way — your **PORTACHESS** will reply quickly and accurately, enabling you to enjoy a game of chess at any of eight playing levels.

This user manual is in two parts. The first part explains how to use your **PORTACHESS** and the second section teaches you how to play chess, just in case you are a beginner or novice. If you already know how to play the game, simply read the first 6 pages of this manual and you will be ready for many, many hours of enjoyable chess.

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PART ONE: HOW TO USE PORTACHESS

FEATURES OF PORTACHESS

VERTICAL COLUMN OF RED LIGHTS: Used to indicate the rank on which a square is located. This column of lights is also used to indicate the playing level — one light on means that the program is set at level 1; two lights mean level 2, and so on.

HORIZONTAL ROW OF RED LIGHTS: Used to indicate the file on which a square is located. The intersection of the rank light and the file light indicates the square which the computer is identifying.

The four pairs of lights in this horizontal row are also used for other purposes:

CHECK LIGHTS: Come on when the computer makes a move that puts your king in check or checkmate.

MATE LIGHTS: Come on when you checkmate the computer.

STALEMATE LIGHTS: Come on when you stalemate the computer.

YOUR MOVE LIGHTS: Come on when it is your turn to move.

SOUND KEY: Press this key to turn the beeper off. Press it again to turn the beeper on.

LEVEL KEY: Press this key once to find out what skill/level is set in the computer. Press it again (and again) to change the level.

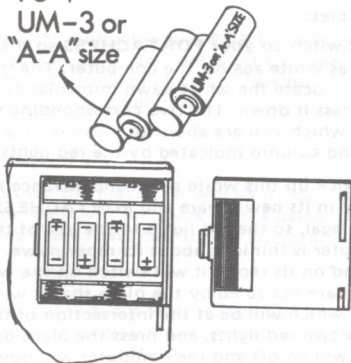
REVERSE PLAY KEY: Press this key when it is your turn to move and you wish to change sides and have the computer make the next move.

ON/OFF SWITCH: Turns on the computer, ready for a new game.

SAVE SWITCH: When turned on, the computer will retain the chess position in its memory while using a minimum of current.

THE BATTERIES

1.5 V
UM-3 or
"A-A" size



STARTING A GAME

Plug the pieces into the chess board in their standing position, turn the OFF/ON/SAVE switch to the ON position. The computer is immediately ready to play a game at level 1. The "**YOUR MOVE**" lights will come on to show that the computer expects you to be playing White. If you wish to be Black, press the "**REVERSE PLAY**" key and **PORTACHESS** will start to think about its first move as white. Whenever **PORTACHESS** is thinking you will see the lights flashing to the left of the chessboard.

MAKING YOUR MOVE

Whenever you wish to make a move, press down with the piece that you wish to move and then put it on its new square — remember to press down then your piece reaches its new square. It is as simple as that! The moment that you press the piece onto its new square the computer verifies that you have made a legal move and starts to think about its reply.

Each time that you press a piece onto a square you will hear a short tone. If you are trying to make a move which is against the rules of chess, **PORTACHESS** will reject your move by sounding an unpleasant tone and illuminating all the red lights except for those corresponding to the "illegal" square.

Examples:

Switch on your **PORTACHESS** so that you are ready to begin a new game as White against the computer. The "YOUR MOVE" lights will be on. Locate the white pawn immediately in front of the white king and press it down. The two corresponding red lights will come on. The pawn which you are about to move is situated at the intersection of the row and column indicated by the red lights.

Pick up this white pawn and advance it two squares. Press it down briefly in its new square and **PORTACHESS** will accept this move as being legal, so the red lights to the left of the board will flash while the computer is thinking about its reply move. Once the computer has decided on its reply, it will switch on the two red lights corresponding to the square occupied by the piece that it wishes to move. Locate this piece, which will be at the intersection of the row and column indicated by the two red lights, and press the piece down briefly. The two red lights will go off and the computer will now indicate the square to which it has decided to move that piece. You should now pick up the piece, move it to its new square, and press down briefly. The lights corresponding to the new square will go out and the computer will indicate that it is once again your turn to move by switching on the "YOUR MOVE" lights.

Now let us see what happens when you try to make a move that is against the rules of chess. Switch off **PORTACHESS** and then switch it on again, ready for a new game to begin, making sure first that you have put all the pieces back on their correct squares (see the diagram on page 9). Once again, locate the white pawn immediately in front of the white king and press it down briefly so that the corresponding lights come on. Pick up this pawn and now try to advance it three squares, which is illegal. Press the pawn down on its new square and you will hear an unpleasant tone from the computer, warning you that you have made an illegal move. At the same time, all the red lights will come on except for those corresponding to the square now occupied by the white pawn.

Having made an illegal move, you will wish to rectify your mistake and make a move which does conform to the rules of the game. Press down once again on the sinful pawn and you will notice all the lights going out. The computer then switches on the two lights which correspond to the square from which the pawn moved, and you can now either put this pawn back on its original square or make a legal move with it. If you decide to replace the pawn and press it down on its original square, the lights corresponding to that square will go out and the

"YOUR MOVE" lights will come on, indicating that **PORTACHESS** is now ready for you to play a legal move. If you did want to move the pawn, but you really intended to advance it only one or two squares, you may press it down in its correct square and the computer will begin to think begin to think about its reply.

CAPTURING MOVES

To make a capture, press down the piece that will be doing the capturing and then remove from the board the piece that is being captured. Then put the capturing piece in its new square and press down.

EN PASSANT CAPTURES

Occasionally you or the computer might wish to make an en passant capture (see page 16). When this happens you make the capturing move in the normal way — press down with the capturing pawn, remove the captured pawn and finally press down with the capturing pawn in its new square.

CASTLING

In order to indicate castling (see page 10) you need only press down with the king on its old and new squares. You should still move the rook of course, but do so gently without pressing down.

PAWN PROMOTION

When a pawn reaches the end of the board it can be promoted into a knight, bishop, rook or queen at the choice of its owner. For practical purposes the promotion is to a queen in more than 99.99% of promotion situations. This is because a queen is much more powerful than a knight, bishop or rook.

When **PORTACHESS** promotes a pawn it always chooses a queen, so after you have moved the promoting pawn in the usual way, replace it with a queen (or if you have no spare queen put a small paper hat on top of the promoted pawn to indicate that it is a queen). If you promote a pawn **PORTACHESS** assumes automatically that you will have chosen a queen, so please do not select any other piece.

CHANGING COLOURS

Whenever the "YOUR MOVE" lights indicate that it is your turn to play, you may swap sides by pressing the "REVERSE PLAY" key. The computer will then begin to think about its next move. When you are playing Black you may find it helpful to turn **PORTACHESS** around so that the black pieces are nearest you.

CHANGING LEVELS

PORTACHESS has eight levels of skill. When you switch on the computer it is ready to play at level 1, which is the weakest level. At this time, or any other time when the "YOUR MOVE" lights indicate that the computer is not busily engaged in thought, you may change the level. Press the "LEVEL" key and you will see one or more of the red lights come on in the vertical column to the left of the board. The number of red lights in this column indicates which level the computer is currently playing at. By pressing the "LEVEL" key again you can increase the level by 1 and an additional red light will come on in that column. Each time you press the level key another red light is switched on and the level goes up, but once you reach level 8, and all eight lights are on, the next pressing of the "level" key will return you to level 1.

PORTACHESS is much faster than other multi-level chess computers. Its lowest levels are set to respond in approximately 5-12 seconds, while its upper levels will normally take 20-45 seconds. By responding quickly your **PORTACHESS** is preserving its battery life, and you should find that you can play for at least 200 hours before you need to change the battery. Once the battery does get low you will notice that the red lights are less luminous than usual. When this happens, replace the battery after you finish the current game. If you try to play for too long with a weak battery, the microprocessor in your **PORTACHESS** will falter and it will not operate correctly.

TURNING OFF THE TONES

If you are playing against **PORTACHESS** in a room or on a plane where someone else is near you, you may prefer to switch off the tones and play in silence. This can be done simply by pressing the "SOUND" key. The next time that you press this key the tones will return.

SAVE THE GAME

PORTACHESS equipped with a memory Save feature to save the game. If you have to interrupt a game and want to resume it later, turn the OFF/ON/SAVE switch to SAVE position. The computer will then retain the chess position in its memory while using a minimum of current, later you can switch the OFF/ON/SAVE switch to ON position and continue as before.

PART TWO: HOW TO PLAY CHESS

Chess is an easy game to learn yet it may take a lifetime to become a Master, and although many people have become chess masters the game is so complex and subtle that no-one has become the master of chess. There are not very many rules for you to learn but it is important that you do learn these essential rules, otherwise you will not be able to enjoy chess to the full and you may occasionally be mystified by one of your opponent's moves, which you had thought was impossible.

In this section we are quoting from the official laws of chess as laid down by the International Chess Federation (F.I.D.E.). Some of these rules are given with a little explanation or an example, just to make it easier for you to learn how to play this wonderful game. We will retain the same numbering system as employed in the F.I.D.E. laws of chess, but we have omitted some rules which are needed for tournament play.

ARTICLE 1: INTRODUCTION

The game of chess is played between two opponents by moving pieces on a square board called a "chessboard".

ARTICLE 2: THE CHESSBOARD AND ITS ARRANGEMENT

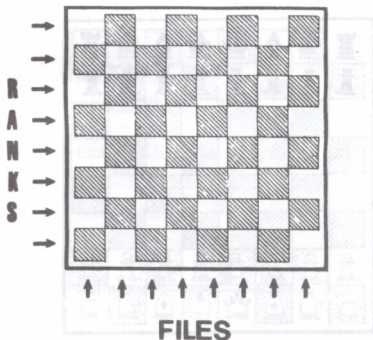
2.1 The chessboard is composed of 64 equal squares alternately light (the "white" squares) and dark (the "black" squares).

2.2 The chessboard is placed between the players in such a way that the corner square to the right of each player is white.

2.3 The eight rows of squares running from the edge of the chessboard nearest one player to that nearest the other player are called "files".

2.4 The eight rows of squares running from one edge of the chessboard to the other at right angles to the files are called "ranks".













2.5 The rows of squares of the same colour, touching corner to corner, are called "diagonals".



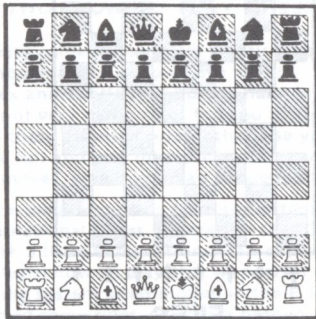
ARTICLE 3: THE PIECES AND THEIR ARRANGEMENT

3.1 At the beginning of the game, one player has 16 lightcolored pieces (the "white" pieces), the other has 16 darkcolored pieces (the "black" pieces).

3.2 These pieces are as follows:

A white king	usually indicated by the symbol	
A white queen	" " " " "	
Two white rooks	" " " " "	
Two white bishops	" " " " "	
Two white knights	" " " " "	
Eight white pawns	" " " " "	
A black king	usually indicated by the symbol	
A black queen	" " " " "	
Two black rooks	" " " " "	
Two black bishops	" " " " "	
Two black knights	" " " " "	
Eight black pawns	" " " " "	

3.3 The initial position of the pieces on the chessboard is as follows:



ARTICLE 4: THE CONDUCT OF THE GAME

4.1 The two players must alternate in making one move at a time. The player with the white pieces commences the game.

4.2 A player is said to "have the move" when it is his turn to play.

ARTICLE 5: THE GENERAL DEFINITION OF THE MOVE

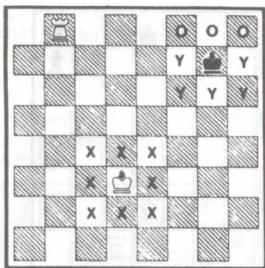
5.1 With the exception of castling (Article 6.1), a move is the transfer of a piece from one square to another square which is either vacant or occupied by an enemy piece.

5.2 No piece except the rook, when castling, and the knight (Article 6.5) may cross a square occupied by another piece.

5.3 A piece played to a square occupied by an enemy piece captures it as part of the same move. The captured piece must be immediately removed from the chessboard by the player making the capture. See Article 6.6b for capturing "en passant"

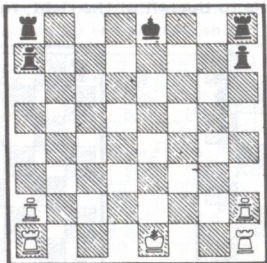
ARTICLES 6: THE MOVES OF THE INDIVIDUAL PIECES

6.1 The king. Except when castling, the king moves to any adjoining square that is not attacked by an enemy piece.

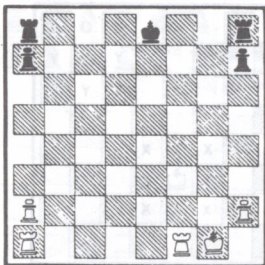


Examples: In the above position the white king may move to any of the squares marked X. The black king may move to any of the squares marked Y, but it cannot move to the squares marked O because those squares are attacked by the white rook.

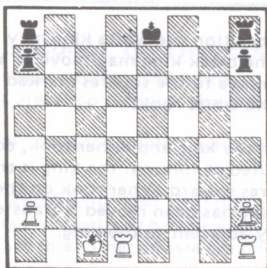
Castling is a move of the king and either rook, counting as a single move (of the king), executed as follows: the king is transferred, from its original square, two squares toward either rook on the same rank; then that rook toward which the king has been moved is transferred over the king to the square immediately adjacent to the king.



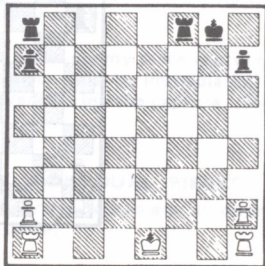
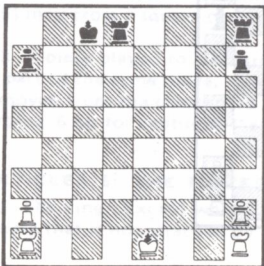
Examples: White can castle to the right, reaching the following position.



Or White can castle to the left, reaching this next position.



And Black may also castle to the left or the right, reaching one of these positions.

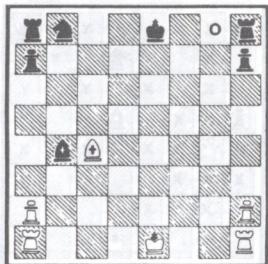


Castling is impossible —

- (a) if the king has already been moved, or
(b) with a rook that has already been moved.

Castling is prevented for the time being —

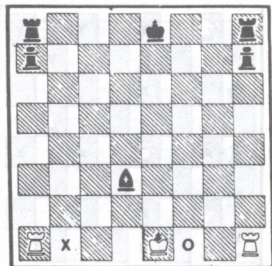
- (a) if the king's original square or the square which the king must cross or that which it is to occupy is attacked by an enemy piece, or
(b) if there is any piece between the king and the rook toward which the king is to be moved.



Examples:

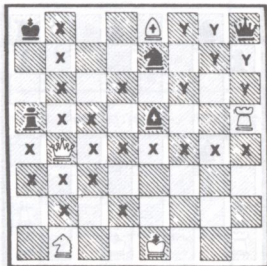
Here White may not castle on either wing because his king is attacked by the black bishop.

Black may not castle to the left because the square next to the rook is occupied by a black knight, but once the knight has moved away from this square Black will be able to castle to the left. Black may not castle to the right because the black king would then be on the square marked o, which is attacked by the white bishop.



Here White may not castle to the right because the square marked o, over which his king would pass, is attacked by the black bishop, but White may castle to the left because although the square marked X is attacked by the black bishop it is not necessary for the white king to pass over that square or to land on it.

6.2 The Queen. The queen moves to any square (except as limited by Article 5.2) on the file, rank or diagonals on which it stands.

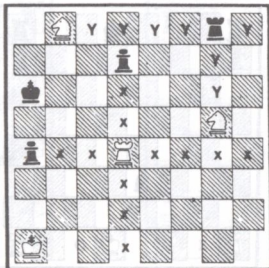


Examples:

The white queen may move to any of the squares marked X, and it may also capture the black knight or the black pawn.

The black queen may move to any of the squares marked Y, and it may also capture the white bishop or the white rook.

6.3 The Rook. The rook moves to any square (except as limited by Article 5.2) on the file or rank on which it stands.



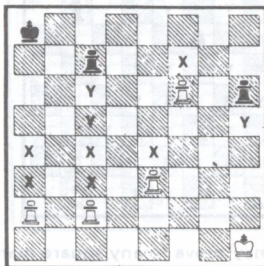
Examples:

The white knight may move to any of the squares marked X.

The black knight may move to either of the squares marked Y, and it may capture either of the white pawns.

6.6 The Pawn. The pawn may move only forward.

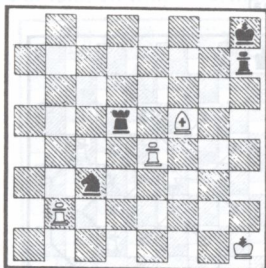
(a) Except when making a capture, it advances from its original square either one or two vacant squares along the file on which it is placed, and on subsequent moves it advances one vacant square along the file. When capturing it advances one square along either of the diagonals on which it stands.



Examples:

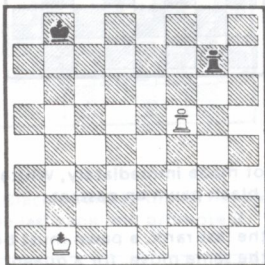
The white pawns may move to the squares marked X. Note that the only pawns which may advance one or two squares are those which still stand on their original square.

The black pawns may move to the squares marked Y.



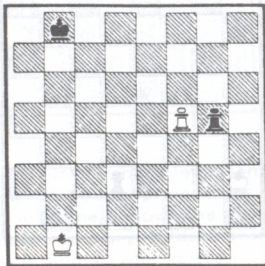
The white pawns may capture the black knight or rook, but the black pawn may not capture the white bishop because although a pawn may advance two square on its first move, it may not capture a piece which is two squares away on the diagonals

(b) A pawn attacking a square crossed by an enemy pawn which has been advanced two squares in one move from its original square may capture this enemy pawn as though the latter had been moved only one square. This capture may be made only on the move immediately following such an advance and is called capturing "en passant"

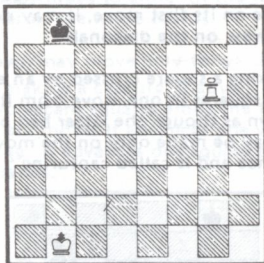


Example:

If the black pawn advances two squares

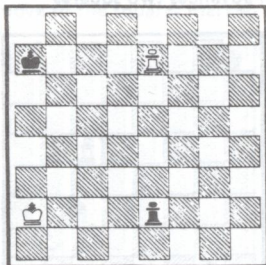


then the white pawn may capture it en passant



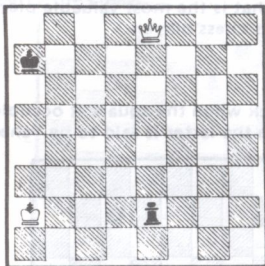
but if this capture is not made immediately, White loses the right to capture this particular black pawn en passant.

(c) On reaching the last rank, a pawn must be immediately exchanged, as part of the same move, for a queen, a rook, a bishop, or a knight of the same color as the pawn, at the player's choice and without taking into account the other pieces still remaining on the chessboard. This exchanging of a pawn is called "promotion" and the action of the promoted pieces is immediate.

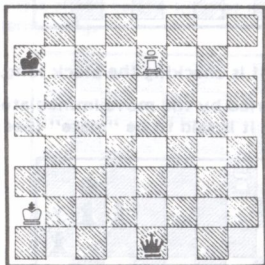


Examples:

If it is White's turn to move he may advance his pawn to the last rank, and promote it.



If instead it were Black's turn to move, he would be able to advance his pawn to the last rank and promote it.



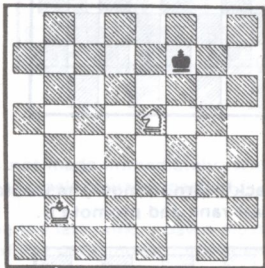
Note that in this example it is extremely important whose move it is. With White to move next, White may promote his pawn to a queen and then if Black promotes on the next move, the white queen will be able to capture the black queen. Similarly, if Black promotes first, his queen will be able to capture a promoted white piece.

SPECIAL NOTE:

Although the laws of chess allow a player to promote a pawn to a knight, bishop, rook or queen, at his/her choice, **PORTACHESS** always chooses a queen, since that is the most valuable piece and the one nearly always chosen by serious chess players.

ARTICLE 10: CHECK

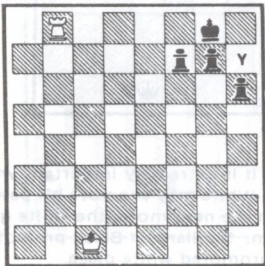
10.1 The king is in check when the square it occupies is attacked by an enemy piece; in this case the latter is said to be "checking the king."



Example:

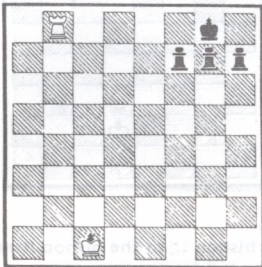
Here the white knight is checking the black king.

10.2 Check must be parried by the move immediately following. If the check cannot be parried, it is said to be "mate" (See Article 11.1)



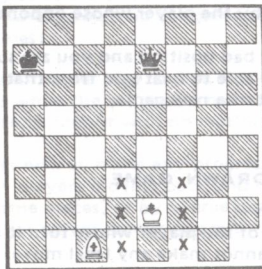
Examples:

Here the white rook is checking the black king. Black has no choice here — the king must move to the square marked Y since there is no other way to parry the check.



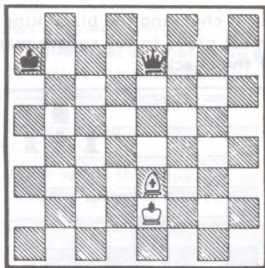
But without any flight square, and with no way to capture the white rook or to interpose a piece between rook and king, Black has been mated.

10.3 A piece blocking a check to the king of its own colour can itself give check to the enemy king.



Example:

Here Black's queen is giving check to the white king. White has a number of ways to parry the check — moving the king to any of the squares marked X or interposing the bishop.



If White interposes the bishop then the bishop itself gives check to the black king.

ARTICLE 11: THE WON GAME

11.1 The game is won by the player who has mated his opponent's king. (If you check mate **PORTACHESS** the "checkmate" lights will come on).

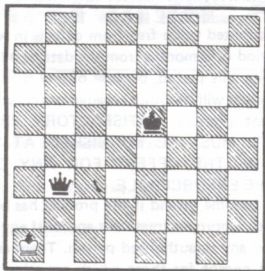
11.2 The game is won by the player whose opponent declares he resigns.

If you have a very bad position and you are sure that your **PORTACHESS** will be able to beat you from that position, you may decide to give up and start a new game.

ARTICLE 12: THE DRAWN GAME

The game is drawn —

1. When the king of the player whose turn it is to move is not check and the player cannot make any legal move. The king is then said to be "stalemated." (!f you make a move that stalemates **PORTACHESS** it will switch on the "stalemate" lights.)



Example:

It is White's turn to move next, but he has no legal moves and his king is not in check. So although Black is well ahead in material, White's king has been stalemated and the game is a draw.

2. By agreement between the two players.

Since it is not possible for you to have a discussion with your **PORTACHESS**, and agree to a draw, you will have to use your discretion regarding situations in which you stop the game and call it a draw. Here are some useful guidelines:

- a) If it is impossible for either side to win. For example, one side has a king and bishop while the other side has a lone king. The player with the extra bishop cannot win, no matter how badly his opponent plays.
- b) If neither side sees how to make any progress. This may be indicated by both players moving back and forth three or more times, with the same pieces, or by a large number of moves taking place without either player capturing anything or advancing any of his pawns.

Now that you know how chess is played, we wish you very happy hours of competition with your **PORTACHESS**.

INTERNATIONAL LIMITED WARRANTY

MODEL H C G 1550

This product is warranted to be free from defects in workmanship and materials for a period of 6 months from the date of purchase. If repairs are necessary during this period, because of any such defects, then at our option the product will be either repaired or replaced free of charge with an equivalent product. SATISFACTORY PROOF OF THE PURCHASE DATE MUST BE FURNISHED AT THE TIME OF NOTIFICATION OF THE DEFECT FOR ANY CLAIM UNDER WARRANTY TO BE ENFORCEABLE.

This warranty will become invalid if the product has been subjected to modifications, abuse, improper treatment and/or if any defect is caused by repairs made by any unauthorised person. There are no warranties express or implied except for those which are stipulated herein and those which are implied and cannot be excluded in law provided that in those countries and states where it is possible to limit the implied warranties of merchantability and of fitness for a particular purpose to the duration of this warranty they shall be regarded as being so limited.

This warranty does not cover batteries, damaged caused by batteries, film, damage to film, lamps, flashlamps or flashbulbs, where applicable.

FURTHERMORE, INCIDENTAL AND CONSEQUENTIAL DAMAGES OF ALL KINDS WHATSOEVER ARE EXCLUDED IF AND TO THE EXTENT TO WHICH IT IS POSSIBLE TO DO SO IN LAW.

Returns must not contain batteries, should be properly packaged, and prepaid to your nearest Hanimex branch or alternatively through your dealer.

This warranty gives you specific legal rights and you may have additional rights and remedies which either cannot be excluded or limited in law or which have not been excluded or limited by the terms of this warranty and which may vary from state to state and from country to country as, for instance, some states in the United States of America do not allow exclusion or limitation of incidental or consequential damages and in France this warranty cannot preclude the operation of article 1641 and other articles of the French Civil in relation to latent defects.

PURCHASED FROM

PURCHASE DATE

HANIMEX

Australian Branches

Telephone

Head Office

108 Old Pittwater Road, Brookvale, N.S.W. 2100

938-0400

Victoria

282 Normanby Road, Port Melbourne, VIC., 3207

64-1111

Queensland

17 Dover Street, Albion, QLD. 4010

262-7555

South Australia

Hindmarsh Ave., Welland, S.A. 5007

46-9031

West Australia

22 Northwood Street, Leederville, W.A. 6007

381-4622

Tasmania

169 Campbell Street, Hobart, Tas., 7000

34-4296

Overseas Branches

New Zealand

Poland Road, Glenfield, Auckland 10, N.Z.

444-4946

Hong Kong

94-96, How Ming Street, 7/F., Kwun Tong, Kowloon.

3-438176

Japan

No.2 Akiyama Bldg. 3-6-2 Toranomom, Minato-ku, Tokyo

433-5801

United Kingdom

Faraday Road, Dorcan, Swindon, Wiltshire, SN3-5HW

26-211

Canada

207 Idema Road, Markham, Ontario, L3R 1G8

495-1594

United States

1801 Touhy Avenue, Elk Grove Village, Illinois, 60007

956-7540

West Germany

(Industriestrasse 1,) D-3012 Hanover-Langenhagen

73-1041

France

B.P. 91; 18 Rue Ampere, Z.I. Gonesse, 95500 Gonesse

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